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☐	L16	volume same texture same grid same surface and detail	7
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☐	L14	simulat$3 same (hair or fur) same grid same texture and detail and 110	0
☐	L13	simulat$3 same (hair or fur) same grid same texture and detail and l1	0
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☐	L12	simulat$3 same (hair or fur) same grid same texture and detail	1
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☐	L10	345/583.ccls.	24
☐	L9	345/582.ccls.	544
☐	L8	345/581.ccls.	405
☐	L7	345/442.ccls.	302
☐	L6	345/441.ccls.	698
☐	L5	345/428.ccls.	416
☐	L4	345/427.ccls.	581
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1 Heads, faces, hair: A practical model for hair mutual interactions   80%
  Johnny T. Chang , Jingyi Jin , Yizhou Yu
  Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation July 2002
      Hair exhibits strong anisotropic dynamic properties which demand distinct dynamic
      models for single strands and hair-hair interactions. While a single strand can be
      modeled as a multibody open chain expressed in generalized coordinates, modeling
      hair-hair interactions is a more difficult problem. A dynamic model for this purpose is
      proposed based on a sparse set of guide strands. Long range connections among the
      strands are modeled as breakable static links formulated as nonreversible positional ...

2 Session P3: volume visualization I: Interactive translucent volume   77%
  rendering and procedural modeling
  Joe Kniss , Simon Premoze , Charles Hansen , David Ebert
  Proceedings of the conference on Visualization '02 October 2002
      Direct volume rendering is a commonly used technique in visualization applications.
      Many of these applications require sophisticated shading models to capture subtle
      lighting effects and characteristics of volumetric data and materials. Many common
      objects and natural phenomena exhibit visual quality that cannot be captured using
      simple lighting models or cannot be solved at interactive rates using more
      sophisticated methods. We present a simple yet effective interactive shading model
      which capt ...

3 Interactive multiresolution hair modeling and editing   77%
  Tae-Yong Kim , Ulrich Neumann
  ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
 Volume 21 Issue 3
      Human hair modeling is a difficult task. This paper presents a constructive hair
      modeling system with which users can sculpt a wide variety of hairstyles. Our

Multiresolution Hair Modeling (MHM) system is based on the observed tendency of adjacent hair strands to form clusters at multiple scales due to static attraction. In our system, initial hair designs are quickly created with a small set of hair clusters. Refinements at finer levels are achieved by subdividing these initial hair clusters. U ...

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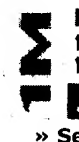
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| hair and texture and grid | **Search**

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1 **Visualizing 3D velocity fields near contour surfaces**
Max, N.; Crawfis, R.; Grant, C.;
Visualization, 1994., Visualization '94, Proceedings., IEEE Conference on , 17·
Oct. 1994
Pages:248 - 255, CP28

[Abstract]   [PDF Full-Text (900 KB)]   **IEEE CNF**

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